ABSTRACT OF THE DISCLOSURE

A graphics system invokes a dicing process if one or more edges of a triangle T have length greater than a maximum length (L_{MAX}), invokes a central subdivision process if a coverage estimate for the triangle T is greater than a maximum coverage and all edges of triangle T have length less than or equal to L_{MAX}, invokes rendering of a sequence of one or more single-layer triangles based on triangle T if the coverage estimate for triangle T is less than or equal to the maximum coverage and all edges have length less than or equal to L_{MAX}. Said invocation of rendering of the sequence of single-layer triangles results in the application of a plurality of texture layers to samples corresponding to triangle T. The samples are stored in the TAB between the application of successive layers of said plurality of texture layers.